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ATARI COMPUTER ENTHUSIASTS

OF COLUMBUS

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This newsletter is written and published monthly by the Atari Computer Enthusiasts of Columbus (ACEC). ACEC is an independent, non-profit organization interested in exchanging information about any and all Atari Home Computer Systems.

Our main meetings are held on the second Monday of each month at 7:15 p.m., at DeSales High School (on Karl Road, just south of Morse Rd.), and are open to the public. Other Special Interest meetings are held as announced at the main meeting.

Dues are \$12.00 per year, and entitle members to all club benefits (Newsletter, Disk of the Month, Publications Library, SIG meetings, group discounts at selected area merchants, etc.).

Fuji Facts welcomes contributions of articles, reviews, editorials and any other material relating to the Atari computers, or compatible hardware devices and software packages.

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The cover and headers of this month's newsletter were printed with a Star SG-10 dot matrix printer, using TypeSetter 130 and The Print Shop. The newsletter itself was printed with a Star PowerType daisywheel printer in condensed pitch, using PaperClip 2.0 on a 256K RAM modified Atari 800 XL.

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THE EDITOR'S COLUMN

BY: WARREN LIEUALLAN

Well done is better than well said.
- Benjamin Franklin

Well, a few more things to report this month. First of all, you've probably noticed a change in our delivery schedule. Since our pre-meeting fliers were so well received, I decided to kill two birds with one stone, and mail Fuji Facts a week before the meetings. This is primarily intended to jog your memory, and give you a little notice that a meeting is coming (check to back cover)! Member participation at our monthly meetings is one of the biggest advantages to belonging to a users' group. If you've been missing out, you really should try to attend. Aside from the demos, having others who've experienced the same problems and questions as you is very beneficial. For our members that cannot make it to the meetings, I am now including a short set of Meeting Minutes on the back page (space permitting).

One side effect of this new mailing schedule is that the entire editing and printing process for Fuji Facts has been moved up by almost two weeks. This means that the new deadline for inclusion in the next month's issue is now the third Saturday of the month (viz. third Saturday in August to be included in September issue).

Those of you who attended last month's meeting are aware of my "Fuji Facts Survey". The results are that, for some time to come, Fuji Facts will continue to be printed in its now familiar "booklet" format. However, a full-sized "Large-Print" Edition is available, for an additional \$5.00 yearly fee — this fee will be waived for the first five subscribers. Please contact me to have your name added to the list (if you're reading a big Fuji Facts right now, then you're already on the list!).

Speaking of our booklet format, you may notice that I managed to squeeze more information into this issue, by simply eliminating more of the white space around the top and bottom margins. I think I have finally figured out the proper format to result in a better "fit" on the page once it is reduced by the printer. As always, any suggestions are welcome (like I've said before, I'm a vet, not a graphic artist!). Slight modifications to our article headers and by-lines have also been made.

These new space savers and our increased number of pages mean that my need for articles is more intense than ever before. Charles Brown cannot be expected to write the entire issue for us every month (I might add that this is the second time in the past year that Charles has done just that!). I would also like to appoint an ST Editor — someone to just look around and find interesting ST material suitable for inclusion in Fuji Facts.

For several months now, Fuji Facts has been soliciting advertisements from local Atari retailers. As is obvious from the lack of ads in these pages, I have not been entirely successful! One firm promise for this month didn't pan out (so I had to include an ST reprint to fill the blank page!). If you know of someone who might be interested in a Fuji Facts ad, please let me know. Additional income from advertisers would mean an even better newsletter for all of us.

Once again, you'll find this month's Disk of the Month documentation included within Fuji Facts. While not exhaustive, I think it will give you a good idea what to expect on the disk (and hopefully help you decide to get it!). If you can't get to our meeting to pick it up, just give our Disk Librarian or myself a call — we'll work something out.

Mental Meanderings:

The eighty column cards, which were supposed to be en-route from the Far East last month, have still not arrived here in the Mid-West! The 1200 baud Atari modems seem to be stuck on the same boat, next to the box of Mega ST's! While these products have been displayed at a number of shows and Atari Faires, I for one am getting tired of the seemingly endless wait. And for we eight-bitters, the disk drive situation is even worse. The Atari 1050 is no longer in production, and its replacement (the double-speed, double-sided, double-density disk drive) is another of the "release date not set" products. Now is not a good time for your drive to break!

One announcement which caught my attention is the upcoming release of The Newsroom for the Atari XL/XE series. This program has been very popular on the Commodore and Apple machines, and is essentially an eight-bit version of Publishing Partner, specifically constructed to allow the formatting and printing of newsletters (gee, Warren, why are you so interested in this?!). Once this program becomes available, watch for a review, if not a major face-lift in Fuji Facts.

Until next month, keep those cards and letters coming!

Warren



THE PRINT SHOP

BY: CHARLES BROWN



The Print Shop, from Broderbund Software, is without question one of the most popular pieces of software ever written. When it was first introduced several years ago, there was just no other way to get such good quality output so simply. For the most part, that's still true today.

Because of the complex graphics routines used, you have to make sure you have the correct hardware or the program won't work. The Print Shop will only work with certain printers and interfaces. Here is the list from the Set-Up menu: Radix, Star Gemini 10X/15X (and SG-10), Admate DP-100, Axion SLP, Blue Chip, BMC, Centronics GLP, C. Itoh 8510, Delta 10, Epson MX, FX, RX (80 or 100), JX-80, Old Epson with Graftrax-80, Legend 880, Mannesman Tally Spirit 80, NEC 8023A, Okidata Microline 92 and 93, Panasonic KX-P1090/1091 and ProWriter.

When you first boot up the program, you will go through a setup procedure. Using this routine, you will tell the program what type of printer and interface you have. When you are done with this, you should get a little greeting printed on your paper. You will also get a little diamond symbol printed with it; this allow proper configuration of the line feeds. Once you are done the printer set up data will be saved to disk, so you'll never have to repeat it.

The Print Shop has several different modules that you may choose: Greeting Card, Sign, Banner, etc. It also has several ways of drawing and making menu choices: Joystick, Koala Pad or Atari Touch Tablet.

The first choice from the main menu allows you to make a greeting card. You begin by choosing a border to go around the front of your card. There are several borders provided on the program disk, and all are displayed on the screen. Next, you can select one of the sixty different pictures provided on the main disk. If the picture you want is on the main disk, you have several ways of selecting it. You can choose "by picture". This way, you will see exactly what the pictures look like on the screen. As each picture is numbered, you can choose by number if you know which picture you want. You can also choose a picture from another disk. This could be from the Companion disk, a Print Shop data disk, or from other sources (such as the ACEC Print Shop Graphics Libraries on DOM #57A - Ed.).

You then choose the picture size and placement. You can even choose from many different character fonts, on either the main disk, or another disk, to print your messages with. Three different styles, and two different sizes of text are available. You then type in your message and print out your creation.

Your next choice from the main menu is to make a letterhead. It is very similar to making a card.

You first choose a graphic and position it at the top of your letter. Then you choose a font for the text line, and add a smaller address line if you desire. You can even pick out a second graphic and font for the bottom of your letter as well.

The next selection is for making a banner. In this module, your text message will be printed sideways on your paper and take several pages. You first pick out a graphic for the ends of your banner. Then you choose your font and type in your message.

The next selection is called Screen Magic. It is actually a separate program from The Print Shop. It has a nice feature called kaleidoscopes. When you choose this option you will see a series of different oscillating shapes and patterns on the screen. By hitting a key you can freeze the pattern. You can either edit it, save it to disk, or print it. Also you can type in messages and have them superimposed over your pictures for a different effect.

The next selection is the graphic editor. With this mode you can load in and modify the pictures provided by The Print Shop or, you can use it to create your own original pictures. I feel that this editor is fairly limited in its features. They should have provided some more helpful items to let you do your creations. If you are good at freehand drawings, however, this editor would be adequate (see the review of The Print Shop Companion for a discussion of an improved Print Shop Graphic Editor - Ed.).

The Print Shop is a pretty good graphics and text program. It does have it's drawbacks, though. For one thing, although the list is quite long, you must have compatible printers and interfaces for it to work. Another thing I don't like is that you only can use one graphic per page for your signs or cards. I feel it would be better if you could put more than one design on a page. Being restricted to all upper case text is also slightly annoying at times.

For me, the major disadvantage is that as far as I know, you can't save your finished work to disk or cassette. This way, if you wanted to print out a certain card or sign again, you wouldn't have to stop and recreate it from scratch. You could simply load it in from a file and either modify it or print it as is.

Nonetheless, The Print Shop is unquestionably the easiest of the "desktop publishing" series for the Atari. It does things that no other program can do, and does them quite well. (I highly recommend it - Ed.)



THE PRINT SHOP COMPANION

BY: CHARLES BROWN



In this article I will review a utility program for The Print Shop. It is called The Print Shop Companion. This program contains several useful utilities for the main Print Shop program. It also has some extra pictures, fonts, and borders for you to use with The Print Shop.

When you first use the Companion disk, you must let your Print Shop disk know that you will be using the features added by The Print Shop Companion. This is accomplished in the set-up routine. The instruction manual just tells you to follow the on-screen prompts to do this set-up. When finished, the new set-up data will be saved to your Print Shop disk and copied to your Companion disk. The Print Shop disk will now recognize the Companion disk. You should put a write protect tab on both your Print Shop and Companion disks.

Like The Print Shop, the Companion disk can be used with either the Joystick, the Koala Pad or the Atari Touch Tablet. The Print Shop Companion has several new features. You access them from the main menu, just as in The Print Shop.

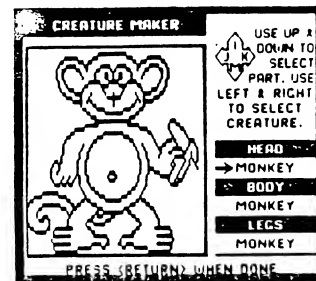
The first selection is the Graphic Editor. I feel that this editor is much better than the one provided with The Print Shop program. It has many more features, such as: a selection of 17 patterns that you can use to fill in different areas of your picture; different "mirror image" effects (as in Atari Artist); flipping of the graphic both horizontally and vertically; a negative feature, which creates an inverse of the graphic. This editor even automatically draws circles, boxes, and ovals for you. I feel that this editor is very useful, and that you will find it to be very helpful.

The next selection from the menu is the Border Editor. You can use it to modify one or more of the 50 borders provided on this disk. You can even load in and modify the borders from the main Print Shop disk, or you can use it to create your very own borders. When this feature is loaded, you will have three different editing boxes. The first box is used to edit the four corners of the border. The second box is used to edit the top and bottom parts of the border, while the third box is used for the sides of the border. This editor uses many of the same features as the graphic editor. With the three editing boxes and all the editing tools, you can really be creative with your borders.

The next feature is a Font Editor. You can use it to modify any of The Print Shop's eight fonts; an additional twelve fonts are provided on the Companion disk and you can even create your own. I haven't really tried this one out, so can't comment on its usefulness. I am sure it has the same features as many of the other font editors around.

The next feature chosen from the main menu is Tile Magic. This feature is very similar to the kaleidoscopes from the screen magic part of The Print Shop. You can browse through the different patterns that are provided. When you see one that you like, you simply hit a key to freeze it on the screen. Then, you can save the pattern to a data disk, or you can go to the graphic editor to modify it. You can use it to create a whole lot of different things for your creations.

The next feature chosen from the main menu is a Creature Maker. In this part you have a choice of different zany creatures to start with. You can change the three parts of a creature's body. They are the Head, the Body and the Feet. You can exchange all of these parts at will. Once you have made your own creature, you can save it to disk as a graphic, or you can go to the graphic editor and modify it even more. (My kids love this part of the program! - Ed.)



The last selection from the main menu is the Calendar Maker. You can use this mode to create and print out your very own calendars. You can either make a weekly or monthly calendar. You can put graphics on it. You can use different fonts on it for unique effects. A very nice feature is that you can put your own messages in the daily spots on the calendar; you can put in things like birthdays, anniversaries, appointments or anything you want to remind yourself of. This way, it will be already printed when you do the whole calendar. This is nice for people like me who have poor hand writing (or people like me with poor memories! - Ed.). After you have made your calendar, you can print it or save it to disk. It is nice to save it, and then load it back in later to either print or revise it.

As you can see, The Print Shop Companion is a very powerful utility for the main Print Shop program. If you really want to create your own Print Shop icons, I feel that the graphic editor on the Companion disk is far superior to the one on the Print Shop disk. If you are serious about using the The Print Shop program, I'm certain that you will find the Companion disk very helpful.



TYPESETTER XL/XE

BY: CHARLES BROWN



In this review, I will discuss the Typesetter program. It is put out by XLEnt Software. Like its competition, The Print Shop, Typesetter is a program used to print your creative art work on paper.

There are actually two versions of this program provided. One is on each side of the disk. The front side has Typesetter 130, which is used by those who own the Atari 130 XE computers. The back side is Typesetter 65, for the people who don't own the 130 XE. The 130 side has some additional features, and allows for a larger main text editor screen.

To use Typesetter, you don't have to go through any set-up procedures like you do with The Print Shop. I'm not certain what limitations there are as to hardware requirements. Both Epson (and Star) and ProWriter printers are supported.

When you first boot up the program, you are given a menu with 3 choices. They are: Text Editor, Sketch Pad and Print Options. They are easily chosen using the select and start keys on your computer.

The first selection from the main menu is the Text Editor. It is used for doing the text work on your creation. In this mode you are actually working on the main screen. The main screen is where your final creation will be seen. This is the actual image that you will print out on paper. In Typesetter, you can see the entire graphic image, but through a "window" (similar to 80 column preview on our 40 column screen).

This editor has a lot of different useful features. You can choose from many different fonts provided, as well as using any other standard Atari .FNT file. You can also easily access the graphics font, the control character font (the characters created when normally pressing the control key and hitting the desired letter key) and the international fonts (for those who have the proper computers).

There are several page moving commands for precise placement. You can even move 1/8th of a column left or right. You can also change the sizes of the characters. You have a choice of 8 character heights. You also have a choice of 4 character widths. I have found these useful when working with character fonts and making certain designs.

You also have a choice of printing the characters in different directions. This would be useful if you want to print characters down the boundary of the page. You even can have the computer type your characters in a straight row up and down. This can be done without hitting the

return key. This would be useful in creating borders, or typing in a straight row up or down the page. There are several other commands that you can use to create your layout. The 130 XE version of Typesetter has even more commands. Some of them are the ability to italicize, and automatically switch from one half of the page to the other.

The next feature chosen from the main menu is the Sketch Pad. This is where you can do your graphic work. Before explaining it, I must remind you that the editor works on the main page itself. That means what you see in the editor mode is the actual finished screen. In the sketch pad mode you will be working on a separate sketch pad screen. When you get finished with your creation, you then transfer it to the main screen.

Like Print Shop, Typesetter lets you have a choice of drawing tools: Joystick, Koala Pad or the Atari Touch Tablet. The sketch pad has several functions to help you make your art work. These include six different fill choices. You also have three different choices of brush widths. The sketch pad will also automatically make circles and disks for you. I find it to be very useful, as I am not very good at circles and disks.

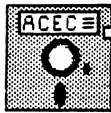
There is a small menu on the top of the sketch pad page. You use it by moving your cursor under the desired selection. The cursor will change into a "—" shape. You then just push the button on the joystick or drawing pad to make your selection. As I said before, you must transfer your art work from the sketch pad to the main screen. You can even go in the opposite direction; you can transfer things from the main screen to the sketch pad. This would be helpful if you want to modify an existing area of the screen. Very fine detail is possible using this combination. To transfer your art work to the main screen you just have a few simple steps. With your art work on the screen in the sketch pad mode, you move your cursor under the word Sketch in the menu. You then push your button on your drawing tool. This will switch you to the main screen. You then use the arrow keys to scroll the main screen around to where you want your art work, move your cursor under the word Main in the menu, and then push the button on your drawing tool. This sends you back to the sketch pad. You then hold down both the shift and control keys while hitting either the P or O key. This will move your art work to the desired position on the main screen. I have found that it is hard to position your art work on an empty main screen, especially if you want to put it in a corner. I seem to have trouble knowing if I am at the end of the page. I have also found the instructions on the sketch pad use to be very limited.

The third and last function selected from the main menu is the Print Options. This is where the

art work on the main screen gets put on paper. When using this mode you first have to tell the program what type of printer you are using. After finishing that, you will then select which way you want your page printed. You have three choices.

The first one is vertical full height. This will print your creation straight up and down and take the full page. The second is vertical half height. This will also print your creation straight up and down, but instead of taking up a whole page it will print it using only half the page. This way you can have your creation printed twice on one piece of paper. Or you can print two different pages on one piece of paper for more unique effects (just look at the back of this newsletter - Ed.). The third choice is horizontal full height. This will print your main screen sideways on the paper and take up the whole page. I seem to like the horizontal better. It seemed to me that the vertical full height made my images too skinny. Perhaps it is just my eyes playing tricks on me.

I hope from this review you will know a little about what Typesetter is all about. While it does not have all the user-friendly features that something like Print Shop has, it does do things that Print Shop can't. For one thing, you can save the main screen to a disk file for future use. This way you can load it in later to modify or print it again; you don't have to go through all the trouble of laying out your main screen again. Also you can put more than one picture on the main screen to be printed. You can have as many different pictures on the main screen as the size permits. I feel that this makes Typesetter very flexible and creative. I hope that from my review you can draw your own opinions and make your own choices on what is right for you.



D.O.M. DOCUMENTATION

NUMBER 58
BY: JIM MURPHY



Fantastic! That is how I would describe the response to our new disk review program. Last month we gave out twenty-five disks of Free Programs to members willing to review these disks. This month we will once again offer you the opportunity to get in on this once in a lifetime opportunity. All we ask is that you fill out a review form on the disk you receive and the disk is yours to keep. FREE!

THE CALL IS STILL OUT!

Last month I put out a request for help in copying the disk of the month (My phone has not rung once!). Therefore, I had to cut back to only one disk this month, but I think it's a good one.

Disk of the month #58

Side One:

Homework Helper (HELPER.BAS) — This is an educational program designed for students of all ages. It allow parents to enter questions and three possible answers. It the quizzes the student.

Weather forecaster (WEATHER.BAS) — This is a short program that will give a probable weather forecast for the next 24 hours based on the current barometric pressure and wind conditions.

Math Wars (MATHWARS.BAS) — This is an educational game for elementary school children. The object is to answer the falling equation before it hits the bottom of the screen (Space Invaders style). If the correct answer is given then the equation is blasted out of the sky.

Stop Watch (STOPWATCH.BAS) — Turn your Atari into a precision timing device. Start and Stop the clock with the space bar.

Algebra Quiz (ALGEDRIL.BAS) — An educational program for the older students.

Business Programs (BUSINESS.BAS) — This is a collection of 14 business type programs. Included are:

1. Amortization Table
2. Monthly Mortgage Payment
3. Depreciation Schedule
4. Savings & Loan
5. Find the average
6. Square Feet & Square Yards
7. Paycheck Calculation
8. Interest on investment
9. What if mortgage comparison
10. Property Expense
11. Monthly bar graph
12. Decimal / Hexadecimal
13. U.S. / Metric
14. Checkbook Balance

Display List Generator (DISPLAY.BAS) — This is a walk-through utility that will create code you can include in your own programs. With this program you can make screens with two or more graphics modes.

Graphics Tutorial (GRAPHICS.BAS) — This is a tutorial on using pokes to set screen colors and creating special characters. Gives good examples!

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RUBBER STAMP

BY: CHARLES BROWN



This again is part of my series of programs to allow desktop publishing on the eight-bit Atari's. With all these programs around you, might get a chance to see what a lousy artist I am. I always said that I can't write a straight line with a T-square. I would say that has to be pretty bad, but that's me for you.

This program is called Rubber Stamp. It is another in a series of programs from the XLEnt family. It contains a series of different utilities for you to use in putting art work on paper.

The program starts with a main menu which is always a good way to make your selections. The first two selections from the main menu are the same thing. The only difference is what type of printer that you have. The choices are either Epson or Prowriter compatible. Again the book advises that most printers fall into the Epson category. The XLEnt company has a thing for menus, because you are given an even bigger menu to continue with. The first choice is very nice. It is an auto-load feature. It will load in the directory, showing each filename one at a time. You can either hit the return key to get the next file or hit the space bar to load the current file into memory. I really like this feature because I seem to forget what my different files are named. I wish that other programs would use it (TypeSetter does - Ed.).

The next choices on the menu are character set or screen loaders. The other choices are print option, format disk, and go to graphic or text editors. The print option will either print out the whole screen or the first 9 rows of the Rubber Stamp screen as labels. The text editor has a lot of the same features that I have previously explained in Typesetter. The main purpose is to set up the layout for your printed material.

The graphics editor of Rubber Stamp also contains many of the same features that I have explained in Typesetter. There are a few more features that Rubber Stamp has that others don't. It may seem complicated, but I will try to explain them. The graphic editor of Rubber Stamp uses four small "drawing pads" within the Rubber Stamp screen. With these pads you can have up to four different pictures on one screen. There are many commands that you would use with these pads, probably too many to mention here, but I will try to give you some of examples of them.

You can copy images from one pad to another. You can turn images upside down, and move the pads around the screen. This lets you spread the images apart or bring them closer together. You can make the images in the pads expand to fill the whole screen. There are still more commands that I have not mentioned. As you can see, this graphic editor seems to be pretty good. With these features of the

pads, I could create a wide variety of artistic creations.

The next feature of Rubber Stamp is called Text 16. This is a very special text formatter. It can only be used with the fonts created with the Editor 16 feature which I will explain later. I have to admit that I have not used this mode yet, although I am planning on trying it out. Text 16 is fairly similar to some of the other programs I have described in this series, with several unique features. One is an overlay feature. This allows you to type characters over a picture without erasing it. This is a very powerful and useful feature. You can also flip the screen over from left to right, making it backwards. Also you can flip the screen over from bottom to top making it upside down. They seem to push the idea of using these features to make images for transferring to shirts, etc. Another big feature that they seem to push is proportional printing. This would let you try something different in your printing.

The next feature that Rubber Stamp has is one that I really do want to try. It is Editor 16. If you have never tried a character editor, then I will try to explain. Each character that you see is made up by a matrix that is 8 bits high by 8 bits wide. So, your regular character set editors use an 8 x 8 matrix to create your custom fonts. This editor uses a 16 x 16 matrix. That is, your characters will be defined by more bits than something that is only 8 x 8. One nice feature is that you can load in a standard 8 x 8 font and have it converted to the 16 x 16 spacing. Also, one 16 x 16 font is provided on the disk, to get you started.

The last feature of Rubber Stamp is an Icon Converter. This will take an icon from a Print Shop format and convert it over for use by Typesetter. The first part of this mode is the directory. They say that you must do this because the Print Shop disks have a different directory format. You can load in Typesetter pictures to look at and check out. Or you can load in Print Shop pictures and save them as Typesetter icons. It is too bad that this program can't reverse the process, but there are others that are supposed to (the PS Interface, also by XLEnt is one - Ed.).

I hope that I have given you an idea on what Rubber Stamp can do. I do find it to be very useful. I feel that I will be using the Graphics Editor many times. I am looking forward to trying the 16 x 16 font editor and text mode just to see what it looks like. As I have said before, I am only one person and this is only my opinion on it and I don't mean to try and force it on you. I only try and give you a glimpse into what it is like and let you decide for yourselves.



MEGA-FONT II+



BY: CHARLES BROWN

In my on-going series on printer "art work" programs, I am going to do a review on Megafont II+. This is another program from the XLEnt Software family. Megafont is collection of utilities that can be tied-in with Typesetter. These utilities can be quite useful if you have a compatible graphics capable printer.

When you boot up the program you will be asked what type of printer you are using. It tells you to try the Epson if your printer is not listed. Once you have selected your printer you will then go to the main menu. There are four different options that you can choose from.

The first option is a File Lister. This gives you several different ways to print out your files. When you go to this module, you will have another menu of choices to make. Of course one of the most important features is what font to use. You have the choice of the computer's built-in font, the fonts supplied on the Megafont II disk, or any standard Atari character fonts from other sources. Another nice feature you can select is the size of the character to be printed. I believe you have a choice of three different sizes. If you don't mind the extra paper taken up, the larger sizes are nice, especially if you are using different fonts. You can even change the spacing between the lines and both margins. You can also choose bold-face print, if your printer is capable of doing it.

There are a couple of other choices that you can make about what your printout will look like. Once you have made all of your choices, you then choose the way you want your file printed. There are 3 different ways. Those are regular print, dump, and fast print. The print option is just for regular printing. The dump feature is used to dump a font to a printer buffer. This is used on certain printers only (those with download character set options, like the SG-10). The last choice is called fast print. This feature will print your file normally until it hits a special control character. I have not tried this feature, but they say that you will get your data printed faster with it.

You then give the name of the file to be printed. It will be loaded in to memory and sent to the printer. As usual if you want to print out a BASIC file, it must have been LISTed to the disk, rather than SAVEd. This will work only with ATASCII types of files. The manual gives you tips on how to handle the files from the different word processors.

The next mode chosen from the main menu is the Graphics Dumper. This will take art work from different art programs and print them on your printer. In this mode you again will have a menu of different items to choose from. The first is a choice of normal or inverse print. With it you can

choose to print either the foreground or background. I have only tried the normal but the inverse does sound interesting. You of course can choose from different options on the size of print of your art work. You can even have boldface print. This will give you a darker picture if your printer can handle it. You have several options of types of pictures to printout.

The next mode from the main menu is a Mini-DOS. This gives you several DOS functions for your use. The most important one is a directory. I feel that any program that has you to load something in should give you a directory read out, especially if you can't remember the name of the file you need.

The last choice from the main menu will send you back to the printer selection screen. This is nice if you find out that you made a mistake choosing your printer. Or you might have more than one printer that you can use.

In all this is a nice program to have. It contains features that are similar to those found in Typesetter. The only thing that I have seen that Megafont can do that Typesetter can't is load in Micro Illustrator files. Also MegaFont can load in a file and automatically send it to the printer. These are nice features if you have a use for them.

I do like the feature of the graphic dump. I have already found a use for it on a couple of times. In my opinion though, I find the program to be overpriced when you compare it to Typesetter. I am not saying that I wasted my money on it. As I said I have already found a couple of uses for it. You can try different options to see which fits you. I think they could have put in a few more features or lowered the price, however. Of course, this is only my opinion. I am sure that some of you will already have found this program to have some very valuable features. I only wrote this article to give you an insight into the program its use and features. The final choice is up to you. I do feel it does merit your consideration.



PRINTMASTER



BY: MIKE FULTON
REPRINTED FROM A.C.A.O.C. ORNJUCE, AUG. 1986

PrintMaster is a printer graphics utility program from Unison World, available for the Atari ST. PrintMaster allows the user to create banners, greeting cards, calendars and more, using different border and text styles and graphic images. I'll compare PrintMaster with The Print Shop at times, so let me say that I'm only familiar with the eight-bit Atari version of Print Shop. Other versions may have additional features.

When you load PrintMaster, you are at the main menu. From here you can set up your printer, exit the program, or do any of several different types of printouts. You can make greeting cards, signs, calendars, stationery and banners. There is also a graphic editor for creating your own graphics images. These are the same choices that The Print Shop gives, with the exception of the calendar (which is available with the Print Shop Companion - Ed.).

For an example of using PrintMaster, let's make a simple greeting card. A card is created in two steps; first the outside, and then the inside. You start with a menu showing eleven different choices of borders for the edges of the card. There is also a choice for loading a border from a disk, allowing for more possibilities in the future (just like The Print Shop and its Companion). All of the other fonts and graphics can also be loaded from a disk, as well.

After choosing a border, you pick a graphic image. Each graphic is shown on screen for you to make your final selection. After choosing a graphic, you pick one of three sizes for it, and its position(s) on the card. After this, PrintMaster again shows its versatility, by allowing you to use a second graphic in your card design (unlike The Print Shop).

Now it's time to choose a font, and enter a message on the card. There are eight different fonts on the PrintMaster disk. Since PrintMaster allows you to change fonts on each line of your message, the number of lines and their length depend upon the combination of fonts you select. The message is not shown on the screen in the chosen fonts, however. You can also choose between five different font textures: solid, 3-D, outline, rain and checkered.

At this point, you are asked to design the inside of your card. The part proceeds exactly like the front of the card. When you are done, you are given the choice of printing your design, saving the design to disk, printing a mirror image of your design (for things like T-shirt transfers), testing your printer set-up or exiting to the main menu.

Unlike The Print Shop, PrintMaster lets you see what your design looks like before you commit it to

paper. When you choose to print your design, it first draws it on the screen for you to examine. When it is done, you can either go ahead and print it, or go back and make any necessary changes. This saves a lot of time and paper. The image is sometimes slightly out of proportion, being taller than it should be, but otherwise everything is correct. This is great for making sure that things don't accidentally overlap, and it works for every kind of printout, from banners to greeting cards.

The other functions of PrintMaster are similar to the greeting card option. Each loads borders, fonts and graphic images in the same manner, and bears the same resemblance to The Print Shop.

Unison World has also released a series of Art Gallery disks for use with PrintMaster, containing additional graphics images. Some more enterprising individuals may take note of the fact that PrintMaster uses the same size matrix for graphic images as The Print Shop, so it might not be too difficult to convert Print Shop graphics into PrintMaster libraries (and vice versa - Ed.).

The only complaint I have about PrintMaster is that it can sometimes be tedious to change one little part of a design. For example, let's say I've made a greeting card, and when I preview it I decide that the graphic I've chosen isn't quite right. Now I've got to slowly back through all the menus to get to the graphic menu and make the change. Then, I've got to go forward through the menus again to get back to the printing screen. This can be quite annoying when a number of small changes need to be made. I can't help thinking that this might be improved by using GEM's drop-down menus for user's choices.

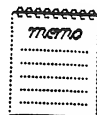
The manual shows all the different choices for designs, and also shows each choice for the borders, fonts and graphics. There are a few things which are different in the ST version from what the manual says, but the package included a note stating that users can receive an ST version of the manual if they send in the warranty card along with the note.

PrintMaster helps to fill a gap which existed in the ST software line. It's much, much faster than the eight-bit Atari version of The Print Shop, and it's just as easy to use. It supports many different printers, and is very versatile. Although it's not aimed at the business user, I suspect that like The Print Shop, PrintMaster will find many uses in the creation of ad copy for small businesses. Home users and schools will love it, too.



A.C.E.C. MEETING MINUTES

JULY 13, 1987



The July meeting of the Atari Computer Enthusiasts of Columbus got underway at 7:20 p.m. with our usual series of short business announcements. Prominent among these were:

- 1) Our newsletter has returned to its "professionally printed" look, and is growing in length. Although few articles were submitted for this month's issue, with the inclusion of the Disk of the Month documentation and an article I wrote, we got to twelve pages, up from our usual eight. Look for continued growth in the future.
- 2) The ACEC Money program is officially underway! You can receive cash credits for writing newsletter articles, writing programs for the Disk of the Month, or bringing in new ACEC members.
- 3) The ACEC BBS was discussed, and the reasons that it has been down recently. It was proposed that we use the Disk Librarian's 810 drive to get the board up again, until more permanent arrangements can be made.

The plans for expansion of the BBS were also discussed.

The raffle was then held, with three different prizes this month: Sargon II, Atari Paint and the APX DataBase! Three lucky winners walked away richer for their participation.

A demonstration of SpartaDOS was then given by our president, Charles Lusco. Many different facets and usages were included, as well as tips for those currently using this Disk Operating System. The R-Time 8 cartridge and US Doubler chips were also mentioned.

Our question and answer session followed, with PaperClip, Rana disk drives and other topics came up.

An announcement was made that the much awaited 1030 Express! version 3.0 is now in beta-testing, and is expected to be available in final form sometime in August.

The meeting adjourned at 9:35 p.m. Next month's meeting is August 10th.

Warren Lieuallen

D.O.M. documentation (continued from page 7)

Side Two:

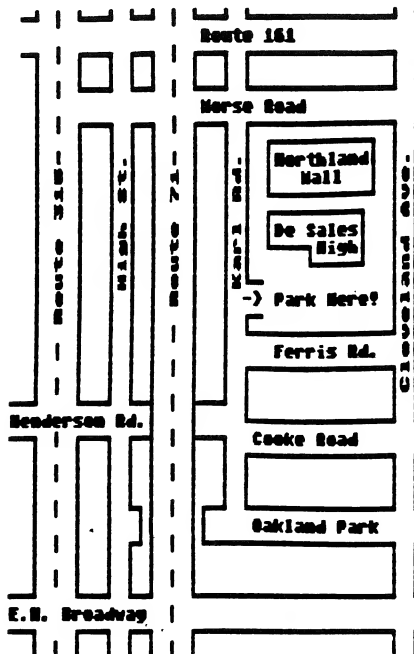
Microcheck XE — This is an updated version of Tom Hudson's Micro Check (checkbook balancing program). It sets up and loads the programs into a RAMDisk on your 130XE or Rambo 800XL. This is a good upgrade to a super program. Note: To enter a deposit enter DEP as check number. Full instructions are in ANALOG COMPUTING #27.

Multicopy Utility (MULTICOPI.OBJ) — A joystick or keyboard controlled multiple file-copying utility. This utility lets you pick the source and destination drives. The program displays the directory and you choose the files you would like to move. Handy!!

Floyd The Droid (FLOYD.OBJ) — From Analog Computing #53. This is an action game with good graphics. The object is to exterminate all the creatures with Floyd's photon missiles or by touching them and destroying them with Floyd's shield (This will drain his power and eventually do him in.). Check out Analog for full instructions.

Disk Sector Editor (DEDIT.BAS) — A good public domain sector editor. Works well and is easy to use.

(not to scale)



An official Users' Group, the Atari Computer Enthusiasts of Columbus meets on the SECOND MONDAY of each month. The meetings are held at 7:15 p.m., at De Sales High School on Karl Road. Meetings are open to the public, and consist of demonstrations and short tutorials of products for the Atari Home Computer Systems. Dues for ACEC are \$12.00 per year, and include a subscription to Fuji Facts, and more?

WGL '87

Fuji Facts Newsletter
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TO:

MEETING: Aug. 10th, 7:15 pm